

# Ultima Trilogy I · II · III

## Quickstart Instructions Commodore 64/128

### Introduction:

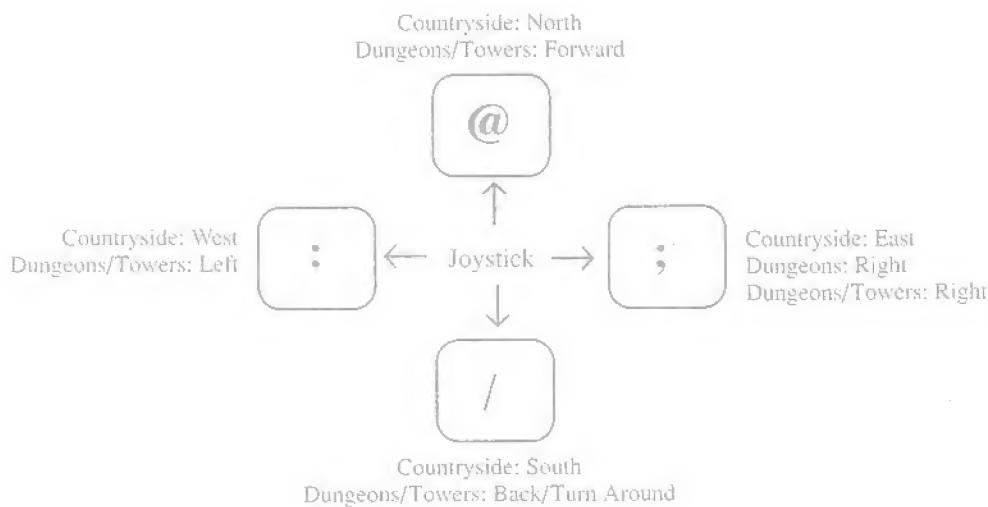
This "Quickstart" guide provides specific instructions and information for playing the Ultima Trilogy with a Commodore 64 or 128 computer. Your package should include three 5.25" disks, a manual, a map, a reference guide and this supplement. Quickstart instructions are included for each of the three games in the Trilogy.

### Computer Systems:

The Ultima Trilogy will operate with a Commodore 64 or 128\* computer with a 1541 or 1571 disk drive. Joystick and keyboard control are supported.

### Movement:

Moving around in the countryside and in dungeons and towers is similar in all three games of the Ultima Trilogy. Movement can be controlled using the keyboard or joystick. The following diagram shows the direction for either of the two interfaces.



**Note:** When using a joystick, the fire button can be used to "Attack" in dungeons or the countryside, to "Transact" in castles and towns, and to "Fire" in future crafts.

\* To run this program on your Commodore 128, you must be in 64 mode.

# Ultima I - Quickstart

## Getting Started

1. Insert your Ultima I disk label side up in the disk drive and turn on your computer.
2. Type: **Load "/\*", S, 1** and press **Return**.
3. Before you can begin play, you must create a character to send on the adventure.  
Type A from the Main Menu to begin creating a character.

## Creating a Character

1. Follow the screen prompts for distributing your 30 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the severity of your blows during battle.
Agility	Determines the probability of successfully striking a foe and the probability of avoiding attacks. Also affects your ability as a thief.
Stamina	Determines your ability to survive wounds in battle and your ability to stay on your feet at the tavern.
Charisma	Affects the selling price of your possessions in shoppes.
Wisdom	Determines the reliability of spellcasting and the purchase price of spells in magic shoppes.
Intelligence	Affects the potency of offensive spells and the purchase price of goods in shoppes.

2. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes.

Human	+5 Intelligence points
Elf	+5 Agility points
Dwarf	+5 Strength points
Bobbit	-5 Strength points; +10 Wisdom Points

3. Specify Male or Female for your character.

4. Select the class of your character. The following points are automatically added to your character's attributes:

Fighter	+10 Strength; +10 Agility
Cleric	+10 Wisdom
Wizard	+10 Intelligence
Thief	+10 Agility

5. Name your character (a maximum of 14 letters).

6. Type Y when asked whether to Save your character. Your character will be saved on your program disk.

# Ultima™ - Quickstart

## Starting Play

1. Once you have saved your character, the following is displayed:
  - A - Create a Character
  - B - Continue with a Saved Game
2. Type **B** to start the game. A list of saved characters is displayed.
3. Type the number corresponding to the player you wish to start the game. Only one character can adventure at a time.
4. The play screen is displayed.

## The Play Screen

The following information is displayed at the bottom of the play screen.

1. **Hits** is a measure of mortality — the bodily damage that can be sustained before death. Hit points can range up to 9999.
2. **Food** is vital to survival. If this value reaches 0, you will die.
3. **Exp** is the measure of your experience. Every victory increases your experience.
4. **Coin** is the measure of your wealth in copper pence, silver pieces and the fabulous golden crowns of the Realm.

## Movement (See page 1 of Trilogy Quickstart Instructions)

When traveling in the countryside, the direction keys correspond to the directions of a compass:

North = Up Arrow or @                  East = Right Arrow or :

South = Down Arrow or /                West = Left Arrow or :

When moving in towers and dungeons, the arrow keys correspond to:

Forward = Up Arrow or @              Left = Left Arrow or :

Backward = Down Arrow or /         Right = Right Arrow or :

**Note:** When traveling in the craft of the future, Up and Down correspond to increasing and decreasing velocity.

## Making Selections

As you travel the lands of Sosaria, you will run into many situations that force you to ready your weapons, armor or magic spells (See Ready Command in Reference Guide).

1. After typing **R** the screen will display: Weapons, Armor or Spell?
2. Type the first letter of the category you wish to access. A list is displayed.
3. Type the letter corresponding to your selection.

# **Ultima II - Quickstart**

## **IMPORTANT:**

You must create a Player Disk before you begin playing Ultima II. Follow the "Creating a Player Disk" instructions before starting the game. Do not use the Player Disk Master included to play the game.

### **Creating a Player Disk**

1. Boot your computer.
2. Format a blank disk according to your computer's instruction manual.
3. Insert the Ultima II Player Disk in Drive A.
4. Using any commercially available copy routine, copy the Player Disk onto your newly formatted disk.
5. The appropriate files will be copied to your personal Player Disk.

### **Getting Started**

1. Insert your Ultima II Program Disk, label side up in your disk drive and turn on the computer.
2. Type the following: **Load "ULT", 8, 1** and press **Return**.
3. Before playing the game, you must create a character to take on the adventure. Type **C** from the title screen to begin creating a character.

### **Creating a Character**

1. After you have started the game, select **C** from the Main Menu to create.
2. Follow the screen prompts for distributing your 90 attribute points among the five available attributes. The attributes affect the following:

Strength	Determines the damage you can inflict on a foe in a fight. Naturally, each foe's attributes influence the relative success of your attack.
Agility	Influences your skill at wielding a weapon: some weapons require a considerable amount of agility in order to use them at all. Good agility also increases your success at stealing (should you decide to turn to crime for survival).
Stamina	Reflects your ability to defend against attack. Armour adds to your stamina. Attack from extremely strong monsters make it all irrelevant.
Charisma	Governs your success in bargaining with merchants. Prices may be lower when you are fun to have around.
Wisdom	Required to cast spells successfully.
Intelligence	Increases both your bargaining skill and your spell casting ability.

# **Ultima II - Quickstart**

## **Creating a Character (Continued)**

2. Select a race. Note that each has specific advantages, based on the following point values automatically assigned to your character's attributes.

Human	+5 Intelligence	Dwarf	+5 Strength
Elf	+5 Agility	Hobbit	+5 Wisdom

3. Specify Male or Female. Note that each has special advantages, based on the following point values automatically assigned to your character's attributes.

Male	+5 Strength
Female	+10 Charisma

4. Specify a profession for your character. Once again, the following point values will be automatically assigned to your character's attributes.

Cleric	+10 Wisdom	Thief	+10 Agility
Fighter	+10 Strength	Wizard	+10 Intelligence

5. Name your character and press **Return/Enter**.

6. Type **Y** when asked whether your character is satisfactory..

## **Starting Play**

1. Once you have saved your character, the following is displayed:

Create a Character (C)  
Play (P)

2. Type **P** to start the game.

3. When the drive stops, take out the Program disk and insert your Player Disk (not the Master Player Disk), and press **F1**. (F1 acknowledges a disk swap). Follow the prompts on the screen to enter the world of Ultima II.

## **Movement (See page 1 of Trilogy Quickstart Instructions)**

When traveling in the countryside, the direction keys correspond to the directions of a compass:

North = Up Arrow or @      East = Right Arrow or ;  
South = Down Arrow or /      West = Left Arrow :

When moving in towers and dungeons, the arrow keys correspond to:

Forward = Up Arrow or @      Left = Left Arrow or ;  
Backward = Down Arrow or /      Right = Right Arrow or :

# **Ultima III - Quickstart**

## **IMPORTANT!**

You must create a Scenario Disk before you begin playing Exodus: Ultima III. Follow the "Creating a Scenario Disk" instructions for your machine's configuration.

### **Creating a Player Disk**

1. Format a blank disk according to your computer's instruction manual.
2. Insert the Ultima III Program Disk in the drive and type: **Load "ULTIMA", 8**, and press **Return**. When cursor returns, type: **RUN** and press **Return**.
3. After the "Exodus" appears at the top of the screen, press **C**, and follow the prompts to create your own Scenario Disk.
4. The appropriate files will be copied to your personal Player Disk.

### **Getting Started**

1. Insert your Exodus: Ultima III Program Disk, label side up in your disk drive and turn on the computer.
2. Type the following: **Load "ULTIMA", 8** and press **Return**. When cursor returns, type: **RUN** and press **Return**.
3. Before playing the game, you must create a character to take on the adventure. See **Creating a Character**.

### **Creating Characters**

1. Once the sample view of Sosaria is displayed, press **Space** to view the Main Menu.
2. Select Organize a Party by entering an **O** on the keyboard. A new menu is displayed.  
**Note:** To select from a menu, enter the first letter of the selection.
3. Press **C** to select Create a Character.
4. You will begin the development of your first character by selecting the following:
  - Assign a number between 1 and 20.
  - Name the character (a maximum of 13 letters may be used).
  - Select Sex: Male, Female, or Other (M, F or O).
  - Select a Class: Fighter, Cleric, Wizard, Thief, Paladin, Barbarian, Lark, Illusionist, Druid, Alchemist, or Ranger.
  - Select a Race: Human, Elf, Dwarf, Bobbit or Fuzzy.
  - Assign Attribute Values: A maximum of 50 points can be divided among the four attributes of : Strength, Dexterity, Intelligence and Wisdom. (See manual for explanations of attributes and maximum attribute levels). Note: Characters are assigned certain attributes when you define Sex, Race and Type. These 50 points allow you to further develop your characters.

No less than 5 points can be assigned to any one attribute, and no more than 25 points can be assigned to a single attribute. If inappropriate values are used, the character disappears and must be reinstated.

Repeat until you have defined as many characters as you wish to take with you on your journey.

# **Ultima III - Quickstart**

## **Starting Play**

1. Select Form a Party by pressing **F** at the menu. You can select up to four characters to include in your party by entering their assigned numbers from the register display.
2. Press **M** to select Main Menu.
3. Enter **J** to select Journey Onward from the Main Menu.
4. You have entered the plains of Sosaria. Immediately press **W** and don your cloth armor. Then press **R** and ready your Dagger. (It's probably a good idea to find a town and purchase even better weapons and armor).

## **The Play Screen**

The following information is displayed for each character in your party on the right side of the play screen:

1. Player Number is centered at top of character information.
2. Player Name is centered below player number.
3. Player Status is indicated in the upper right portion of the character display (G=Good, P=Poisoned, D=Dead, A=Ashes).
4. Player Type is the first abbreviation on the left side of the character display and indicates your Sex, Race and Type (ex. MHR=Male Human Ranger).
5. Magic Points (**M**)
6. Player Level (**L**)
7. Hit Point (**H**)
8. Food Remaining (**F**)

## **Movement (See page 1 of Trilogy Quickstart Instructions)**

When traveling in the countryside, the direction keys correspond to the directions of a compass:

North = Up Arrow or @                      East = Right Arrow or :

South = Down Arrow or /                    West = Left Arrow :

When moving in towers and dungeons, the arrow keys correspond to:

Forward = Up Arrow or @                    Left = Left Arrow or :

Backward = Down Arrow or /                Right = Right Arrow or :

## **Special Instructions**

1. **0-4** indicates player number when asked (0 indicates no player).
2. **Space** passes one game turn while taking no action.
3. Press any key during boot-up sequence to bypass title screens.
4. Two drive owners should insert the Scenario disk into drive 2 and press the **2** key when asked to insert the Scenario Disk.



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